

# Nintendo

ENTERTAINMENT SYSTEM

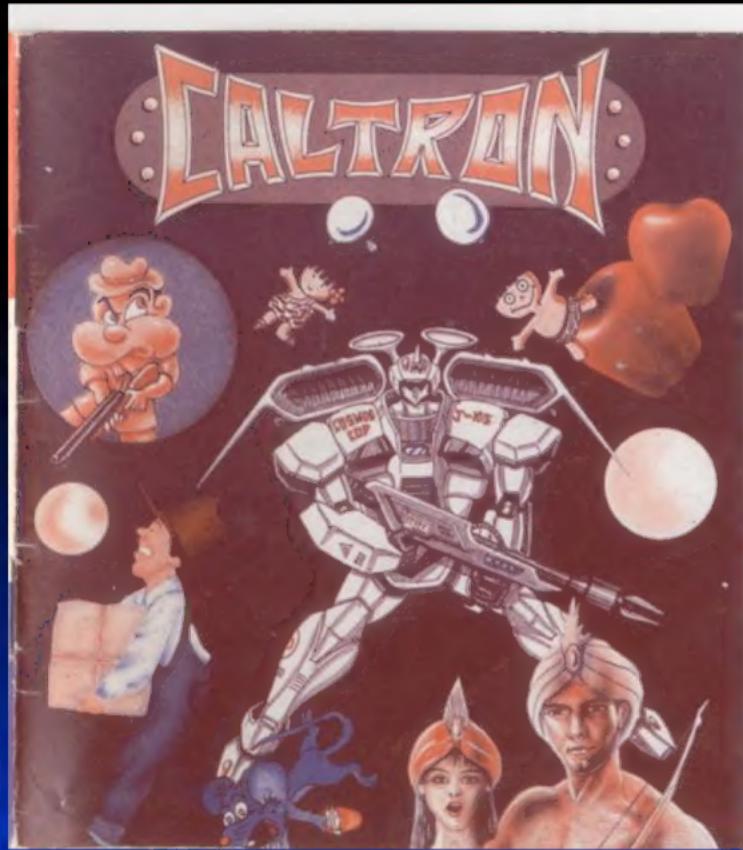
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CALTRON IND. INC.

PRINTED IN TAIWAN

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6 IN 1

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### A WORD ABOUT OUR 6 IN 1 GAME CARTRIDGE

Welcome to Caltron's 6 IN 1 MULTIPLE GAME cartridge.

Through many years design and development, we are very pleased and as well excited to offer you the first of its kind in the video game industry-Multiple Game Cartridge.

As you can clearly see, 6 IN 1 indicates six exciting games on one single cartridge. This is our first introduction, with many more to follow, within a short future.

The current six games are carefully chosen to cover the taste and interest of all ages, young and old; from amateurs to the pro; from action packed game such as space war to evenly paced I.Q. testing game. We believe the games will offer you many hours of enjoyment as well as excitement. At the same time, in a nostalgic sense, you will probably be plunged back, way back into the genesis of our existence; as the scenery changes, you are reminded about the mysterious legend of the genie. Then again, who can resist the temptation of indulging in an imaginative trend. After all, that is what life is about--it's only a game!

All the games consist of multiple stages, or levels. It is a challenge! It's fun! It's exciting! We hope you will enjoy it, as much as we do. We also would like to hear about your comments. In back of this pamphlet, there is a small questionnaire. Please take a moment to fill out, give us your honest opinion, what you like or dislike. Our future game cartridge will be based on the opinion from people like you!

CALTRON INDUSTRIES, INC. 6 IN 1 GAME LIST  
CALIFORNIA, U.S.A.

COSMOS COP  
MAGIC CARPET  
BALLOON MONSTER  
ADAM AND EVE  
PORTER  
BOOKYMAN

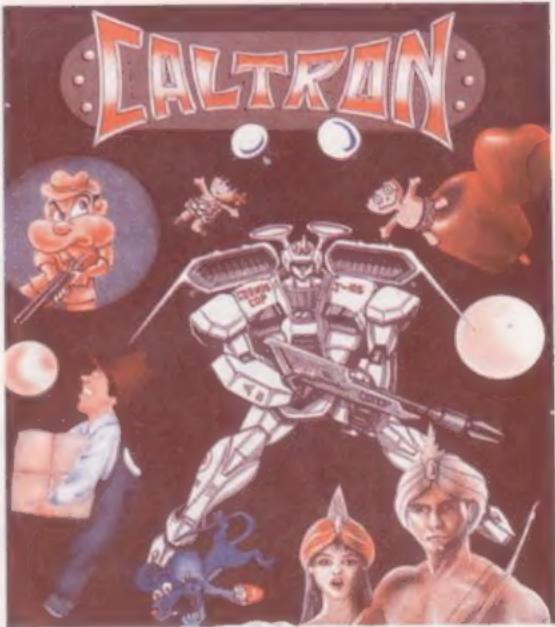
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CONGRATULATIONS!  
WE SINCERELY WELCOME YOU TO  
ENTER MEGA SOFT TV GAME  
WORLD.  
WE SUGGEST THAT YOU READ  
THIS INSTRUCTION MANUAL  
THOROUGHLY BEFORE PLAYING  
THE GAME.

TABLE OF CONTENTS:

FUNCTION KEY .....
INSTRUCTION / HOW TO PLAY ...
PRECAUTION.....

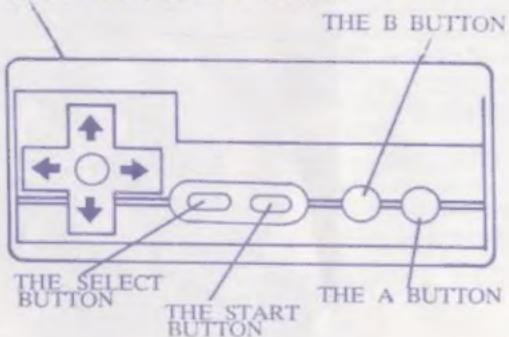


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BASIC MOVEMENT:  
CONTROL PAD  
USE THE CONTROL PAD TO MOVE UP, DOWN, LEFT  
OR RIGHT.

THE CONTROL PAD  
PRESS TO MOVE FORWARD,  
BACKWARD, UP AND DOWN.



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### COSMOS COP

In the year A.D. 2010, invaders from Beta Star in the Alienation Space attacked the Galaxy with intentions to colonize the territory. One after another, Terror Legions were dispatched to invade and to occupy each and every one of the celestial body.

Numerous defensive troops were dispatched by the Universe Defense Headquarters, but all disappeared into the vast universe... The Galaxy was on the verge of being over-come by this evil power.

As a last resort, the Galaxy Commander sent out his best arsenal concoction—COSMOS COP—with the mission of wiping out the Beta Star invaders and to safeguard the Galaxy. To do so, the COSMOS COP must penetrate into the space, destroy the installations of the Terror Legion, totally annihilate the invader and to recover peace for the Galaxy.

### COSMOS COP INSTRUCTIONS

#### 1. Getting Started

- A. After the theme graphic shows on screen, push Start.
- B. Story tele-types on the screen, Mission I is given.
- C. This game has 6 levels, each with a given Mission.

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- a. Mission I : Crossover outside defense area.
- b. Mission II : Go into the Volcanos Area.
- c. Mission III : Blast the Arsenal.
- d. Mission IV : Explode the Power Station.
- e. Mission V : Attack the Fortress.
- f. Mission VI : Kill the Chief.

When the final mission is accomplished, the name of the game programmer shows on the screen.

## 2. THE CONTROL PAD FUNCTIONS:

- A. [START] : To start game, or to pause.
- B. [SELECT]: Not used.
- C.  : To move the Cosmos Cop in either direction.  
 Firing ammunition is possible during movement.
- D. [B] Key : To fire cannon consecutively, no limit.
- E. [A] Key : To fire Neutron Missile, Limited. Number on lower right corner of screen indicates remaining rounds.

## 3. POWER & NUMBER OF COSMOS COP:

Power of the COSMOS COP shows in the lower left corner of the screen by the pink color bar. Power is reduced each time being hit. When power goes to [0], the figure explodes. The remaining number of COSMOS COP, shown in the extreme lower right corner of the screen reduces.

When the number becomes [0], the game is over.

## 4. SPECIAL HINTS:

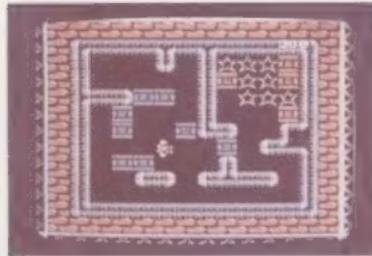
When the game is in the pause mode:

Press  , [SELECT], [B] at the same time, number of Life can be increased.

Press  , [SELECT], [A] at the same time, number of Neutron Missile can be increased.

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### PORTER

This game is to test your I.Q. and reflex capability. There are altogether 5 levels, each one becomes progressively more difficult. In each game, there are equal numbers of Stars and square Boxes. Your mission, as a Porter, is to PUSH each and every one of the Box to the Star position. Hey! remember, time is limited, you don't have all day!

### PORTER INSTRUCTIONS

#### 1. GETTING STARTED:

- A. After the theme graphic shows on screen, push Start.
- B. The screen shows Stage, Life and Score numbers.
- C. In each Stage, push all boxes to the Star position, then the next Stage appears.
- D. When Life becomes [0], or when Score becomes [0], the game is over.

#### 2. THE CONTROL PAD FUNCTIONS:

- A. [START]: To start game, or to pause.
- B. [SELECT]: Not used.
- C.  : To move the character in either directions.

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- D. [B] Key: When a Box is pushed into a corner, press [B] to start again.
- E. [A] Key: Press [A] to push a Box.

#### 3. SCORING RULES:

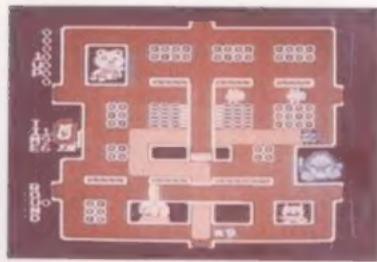
- A. Starting with Stage I, the Score begins at 3,000 and Life begins at 3.
- B. Each time you go into another Stage and maintain a Life of 3, the Score increases by 3,000.
- C. Each reduction of Life will subtract 1,000 from the Score. Two Life reductions subtract 2,000 from the Score.

#### 4. PRECAUTIONS:

- A. Each Stage has its time limits. When time is up, the screen disappears and starts over again.
- B. The Boxes can only be moved by "pushing", not by pulling or dragging.
- C. When the Box is pushed into a corner, or having a tendency to go into a corner, then the game can not be finished.

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### BOOKY MAN

In this community, there lived a Rat, a Beetle named BOOKYMAN, two Lizards and a Bugger.

BOOKYMAN the Beetle loves to keep clean, and he promised to help the Rat to clean the streets. But these two Lizards always keep chasing BOOKY and causing lots of nuisance. In order to finish his cleaning work, BOOKY must go through the tunnels to avoid the Lizard's attacks or to use the Bulldozer Brush to chase the Lizards back home! and to kill the Bugger who would otherwise mess up the streets.

### BOOKY MAN INSTRUCTIONS

#### I. GETTING STARTED:

- A. After the theme graphic shows on screen, push Start.
- B. When theme music stops, the [START] button is not being pressed, then demonstration of the game starts.
- C. BOOKYMAN the Beetle can kill the Bugger who mess up the streets. But BOOKY must use the Bulldozer Brush to defeat the Lizards.
- D. This game has 6 levels.

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### 3. THE CONTROL PAD FUNCTIONS

- A (START)      Press the Z button on the left.
- B (A Key)      Not used.
- C (B Key)      Not used.
- D (SELECT)      Not used.
- E (Y Key)      Press the Right button on the right.

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## MAGIC CARPET

## MAGIC CARPET INSTRUCTIONS

## 1 GETTING STARTED

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Two levels of play are available, depending on the player's skill level.

- C. When Level 1 is selected, the entire game program is stored in the RAM.

## 2. THE CONTROL PAD FUNCTIONS:

- A. UP: Jump. Also, when in contact with a wall, it moves the character up.
- B. DOWN: Shoot.
- C. START: Used to pause or to pass.
- D. SELECT: None.
- E. LEFT: To move the character to the left.
- F. RIGHT: To move the character to the right.

G. FIRE: Possible during movement.

## 3. GAME OBJECTIVES:

- A. LIFE: Score points by capturing enemies using the easy option.  
 A heart icon will be shown at the bottom left corner of the screen when the character has more than 100 points. It will be shown when the character has more than 100 points.
- B. POWER: Each time of capture will increase the character's Power value. Power value 2 is awarded.  
 A P icon will be shown at the bottom left corner of the screen when the character has more than 100 points.
- C. SPEED: When captured, the character's speed will increase and time ends.  
 An S icon will be shown at the bottom left corner of the screen when the character has more than 100 points.
- D. BONUS: Each time of capture will increase the character's Bonus value. When the Bonus point value of this treasure is shown in the lower right corner of the screen.  
 A B icon will be shown at the bottom left corner of the screen when the character has more than 100 points.
- E. The character's life is indicated at the lower left corner of the screen when it is more than 100. When it is less than 100, a heart icon will be shown. The lower right corner of the screen shows the Bonus.
- F. During the 1st level of the game, an enemy appears.  
When captured, the character's MAGIC LAMP appears. When captured, the character's MAGIC LAMP appears.
- G. Each time you go through a Level, you retain the same Life and Power from the previous level.

## 4. SPECIAL HINTS:

Press SELECT and B at the same time. Power can be increased.

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### 90 DAYS LIMITED WARRANTY

CALTRON INDUSTRIES, INC. warrants to the original purchaser that this cartridge will be free from defects in materials and workmanship upon receipt of the cartridge at the place of purchase. If a defect occurs by this warranty period, within the warranty period, CALTRON INDUSTRIES, INC. will repair or replace the defective cartridge free of charge, except for the cost of returning the cartridge.

All implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the above conditions.

EXCEPT AS STATED, CALTRON INDUSTRIES, INC. MAKES NO WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, FOR THE PURCHASE OF ANY EXPRESSED OR IMPLIED WARRANTY.

The provisions of this warranty are valid in the United States only.

Some States do not allow limitations on how long implied warranties last or exclude certain implied warranties, so the above limitations may not apply to you.

The warranty gives you specific legal rights, and you may have other rights which vary from State to State.

#### TO RECEIVE THIS WARRANTY SERVICE

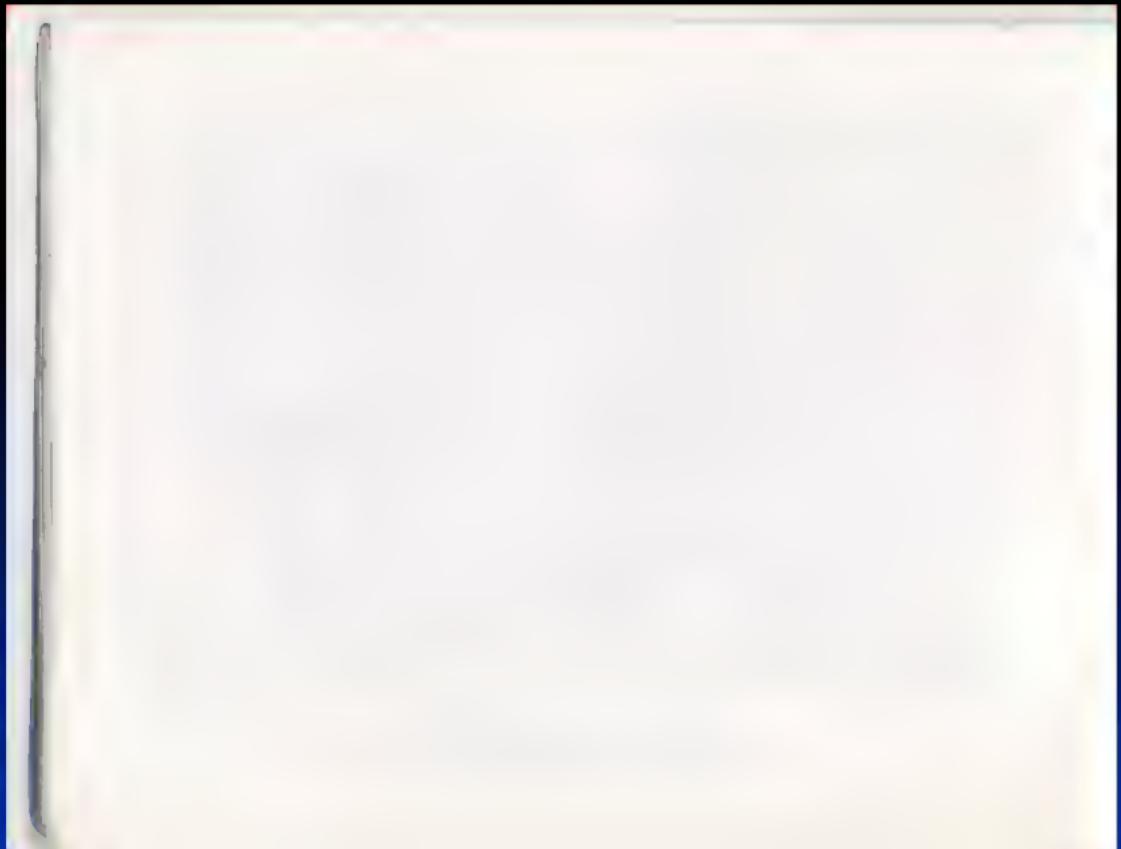
1. Pack your cartridge together with the original carton and padded envelope.
2. Send and package freight prepaid with the 90 day warranty period address shown below.
3. At our option we shall either repair or replace another cartridge and send back to you.

THIS WARRANTY SHALL NOT APPLY IF THE CARTRIDGE HAS BEEN DAMAGED BY NEGLIGENCE, ACCIDENT, MODIFICATION, IMPERFECT UNREASONABLE USE OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP.

CALTRON INDUSTRIES, INC.  
6636 E. 26th STREET, LOS ANGELES, CA 90040

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### BALLOON MONSTER

The second Super Nintendo Entertainment System game from the creators of *Super Mario Bros.* is here! In *Balloon Monster*, you play as a young boy who has been captured by a balloon monster. You must use your wits and the power of the balloons to escape. With over 100 levels of fun, *Balloon Monster* is sure to be a hit with all ages. The game features colorful graphics and exciting music. It's time to save the day!

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### BALLOON MONSTER INSTRUCTIONS

#### 1. GETTING STARTED

- A - Activates trap door or starts game.
- B - Increases balloon size. Sound and REST command.
- C - Activates trap door. Also increases balloon size.
- D - Rests balloon.

#### 2. CONTROL PAD FUNCTIONS

A - UP/DOWN - Increases balloon size.

B - LEFT/RIGHT - Increases balloon size.

C - SELECT - None.

D - - None.

E - - None.

With the Balloon at X, B will increase its size. A will open the trap door. If R is held down, M will move the player.

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### ADAM AND EVE

Adam and Eve is a game that explores the nature of life and death. It features a man who has been resurrected from the dead. He is given a second chance at life, but he must make choices that will determine the outcome of his existence. The game is set in a dark, atmospheric environment where the player must navigate through various challenges and decisions. The story is told through a combination of text and graphics, creating a unique and thought-provoking experience.

### ADAM AND EVE INSTRUCTIONS

#### I. THE CONTROL PAD FUNCTIONS

- A - B K N T - Press A button
- B - A K N S - Press B button
- C - D P P - Press C button and B button
- D - S K R F - Press D button and F button
- E - S E L C T N - Press E button and C button

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### 2. COMMENTS.

- A. What do you like best about playing the Entertainment System?
- B. What do you like least about playing the Entertainment System?
- C. What games do you like best?
- D. If you could play one game over again, what would it be?
- E. This questionnaire is designed to help us improve our products. Please answer all questions.
- F. Are there any other comments you would like to add?

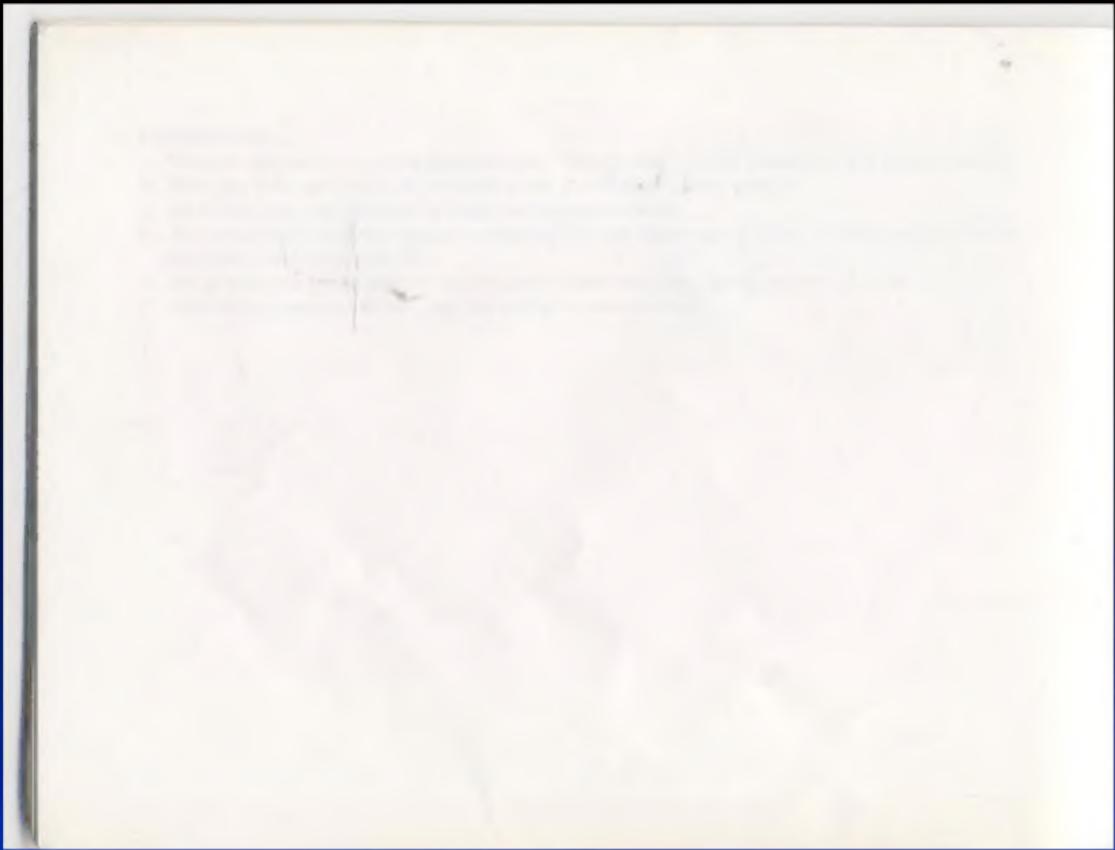
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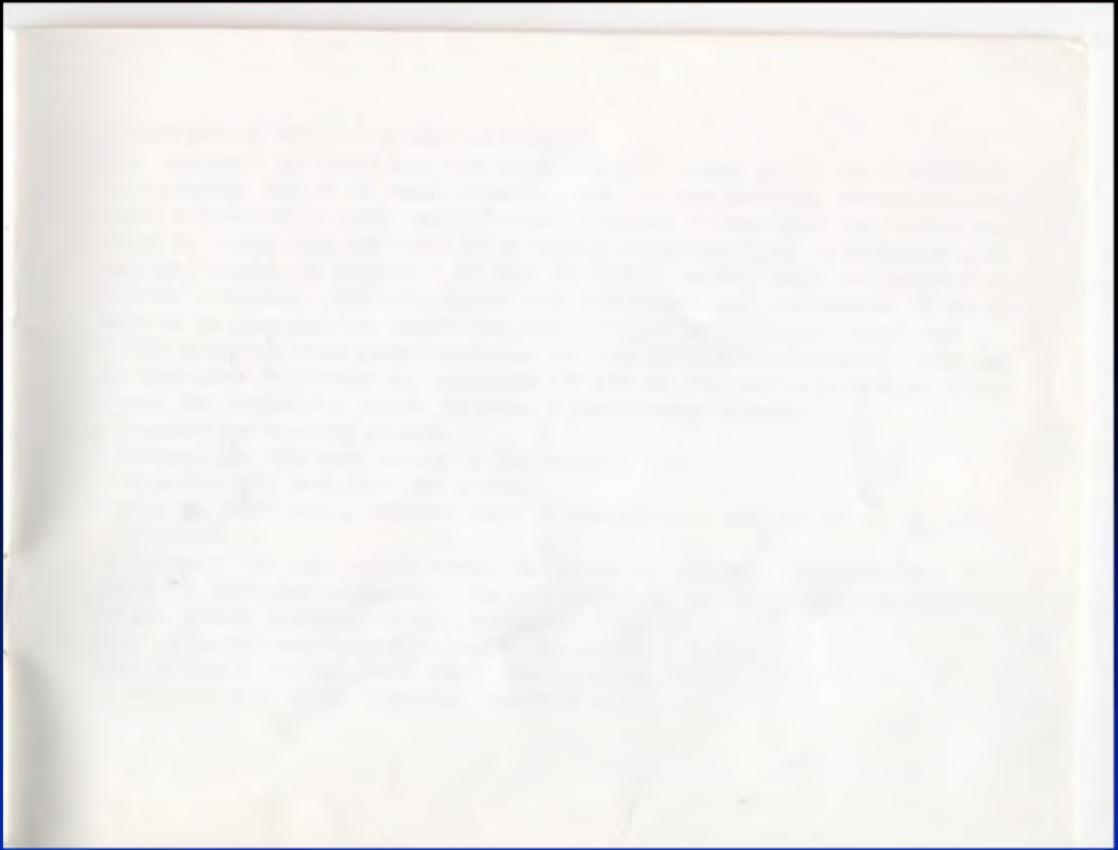
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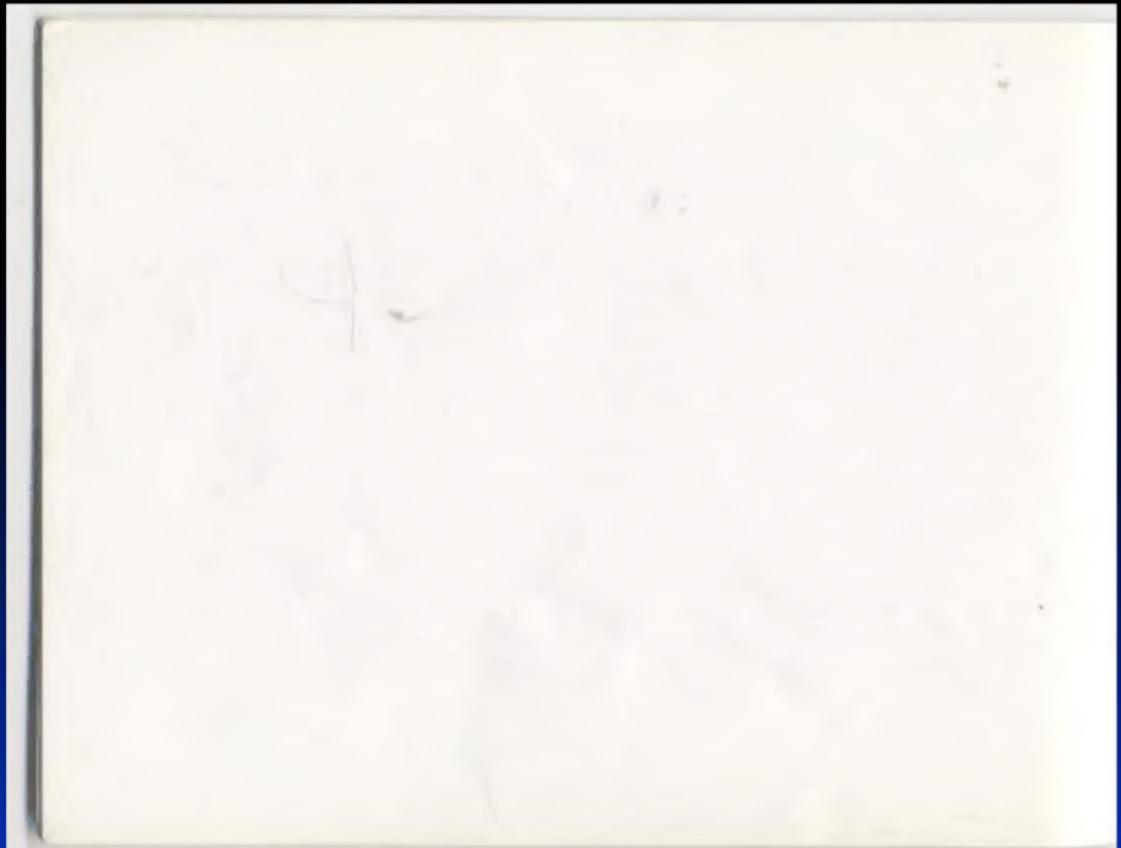
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### COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residence. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office,  
Washington, D.C. 20402. Stock No. 004-000-00345-4.